Claims

[c1] 1. An network on-line message conversation system, comprising:

a first user side host, wherein the first user side host processes the registration on the network, and issues a first conversation signal and a first download signal;

a second user side host, wherein the second user side host processes the registration on the network, and issues a second conversation signal that indicates the intention to communicate with the first user side host and a second download signal; and

a registration server for receiving the first conversation signal, the first download signal, the second conversation signal and the second download signal, wherein the registration server comprises:

a first reading process unit and a first writing process unit that are generated corresponding to the first user side host connection registration, and are used to write a first on-line message and to read a second on-line message;

a second reading process unit and a second writing process unit that are generated corresponding to the second user side host connection registration, and are used to write the second on-line message and to read the first on-line message;

a first channel register connected to the first writing process unit and the second reading process unit that is used to store the first on-line message; and

a second channel register connected to the second writing process unit and the first reading process unit that is used to store the second on-line message.

[c2] 2. The network on-line message conversation system of claim 1, wherein the registration server comprises a registration file that includes the identity, the flag and the state of the first user side host and the second user side host.

[c3] 3. The network on-line message conversation system of claim 1, wherein the first on-line message and the second on-line message comprise voice information, video information and pure text information.

[c4]

4. The network on-line message conversation system of claim 1, wherein the first writing process unit and the second reading process unit can not process

the writing and reading operation of the first on-line message on the same storage address of the first channel register at the same time.

[c5] 5. The network on-line message conversation system of claim 1, wherein the second writing process unit and the first reading process unit can not process the writing and reading operation of the second on-line message on the same storage address of the second channel register at the same time.

[c6] 6. The network on-line message conversation system of claim 1, wherein the first user side host and the second user side host can be a user side host having either a virtual IP address or a real IP address.

[c7] 7. The network on-line message conversation system of claim 1, wherein the first channel register and the second channel register can be a circular register.

[c8] 8. The network on-line message conversation system of claim 1, wherein the transmission method of the first on-line message and the second on-line message is a streaming communication mode.

[c9] 9. The network on-line message conversation system of claim 1, wherein the network on-line message conversation system is a real time system.

[c10] 10. A registration server for network on-line message conversation, comprising:
a plurality of reading process units, wherein each reading process unit is generated corresponding to each of a plurality of user side host connection registrations, and after receiving a plurality of download signals issued by the user side hosts, reads a plurality of on-line messages;
a plurality of writing process units, wherein each writing process unit that is generated corresponding to each of a plurality of user side host connection registrations is used to write the on-line messages; and
a plurality of channel registers, used to store the on-line messages.

[c11] 11. The registration server for network on-line message conversation of claim 10, wherein each of the reading process units and each of the writing process units of each of the user side hosts corresponds to a channel register respectively.

[c12] 12. The registration server for network on-line message conversation of claim 11, wherein reading and writing from/to the same storage address of the same channel register is exclusive.

[c13] 13. The registration server for network on-line message conversation of claim 10, wherein the transmission method of the on-line message is a streaming communication mode.

[c14] 14. The registration server for network on-line message conversation of claim 10, wherein the registration server is a real time processing server.

[c15] 15. The registration server for network on-line message conversation of claim 10, wherein the registration server is a broadcast transmission server.

[c16] 16. The registration server for network on-line message conversation of claim 10, wherein the registration server comprises a registration file that includes the identity, the flag and the state of the user side hosts.

[c17] 17. The registration server for network on-line message conversation of claim 10, wherein the user side hosts can be a user side host having either a virtual IP address or a real IP address.

[c18] 18. A network on-line message conversation method, comprising:
providing a registration file that is used to record a status of the connection registration and a conversation partner of a plurality of users;
allowing the user to posses the function of reading and writing an on-line message after a user connection registration is successful;
determining whether the conversation partner that the user intends to communicate with, is also online or not, and determining whether the conversation partner intends to communicate with the user or not via the registration file;
wherein when the conversation partner that the user intends to communicate with, is connected and registered in the registration file and also has intention to communicate with the user, temporarily storing the on-line message written by the user and the conversation partner; and
wherein when the user and the conversation partner intend to obtain the on-

line message of the opposing party, reading the stored on-line message initialized within a duration of the response time.

[c19] 19. The network on-line message conversation method of claim 18, wherein the on-line message comprises voice information, video information and pure text information.

[c20] 20. The network on-line message conversation method of claim 18, wherein the on-line message received by the user is broadcast sequentially in a manner of first come first serve.